



2026

Mason Youth Organization

Little League Baseball Rules Supplement Mason Youth Organization Little League Rules

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POLICIES AND PROCEDURES

Weather Policy

1. In the event of inclement weather, the umpire(s) will decide whether to suspend or cancel a game at the direction of a member of the MYOLL board or designated representative at the field.
 - a. In the event of a rain delay, the umpire or MYOLL representative will determine when/if the game will resume.
 - b. In the event of lightning, the umpire shall immediately stop play and clear the field for a minimum of 30 minutes. Play cannot resume until a continuous 30 minute window has passed without lightning.
 - c. Regular season games suspended due to inclement weather will be rescheduled for a later date, pending field availability. Upon restart, the game will proceed from the exact scenario that it was suspended.

POLICIES AND PROCEDURES

Game Time Limits

1. Each age division detail section documents the Game time limits
2. There are no extra inning games during the regular season. Ties are permitted.
3. No new inning may begin within 10 minutes of the maximum game time limit.
 - a. For example, with a 90 minutes, no new inning to begin after 80 minutes. If an inning begins prior to the 80 minute mark, you shall complete that inning, even if goes beyond the 90 minute mark.

Protests

1. Any protest shall be submitted in writing to the President of Mason Little League through the league website. bb.president@masonryouth.org

GENERAL LEAGUE RULES

Conduct

1. **MYOLL is a ZERO TOLERANCE League.** All participants in the Mason Youth Organization League are required to be courteous and respectful at all times. MYOLL reserves the right to remove any participant or spectator due to misconduct.
2. Judgement calls by an umpire, including but not limited to balls and strikes, are not questionable by any coach, assistant coach, player, or parent. A head coach is the only participant that can call timeout and request a clarification of a call.
3. Ejections
 - a. Coach – First Offense – the coach will not be permitted to coach the teams' next game. Second offense will lead to a disciplinary hearing with the MYOLL board where it will be determined the next course of action.
 - b. Player – The player shall not be permitted to play in the teams' next game.
 - c. Parent/Spectator – The parent/spectator shall not be permitted to attend the teams' next game.

GENERAL LEAGUE RULES

Conduct (cont)

4. If a batter throws his bat and/or helmet, one warning will be given to the team. On the second team offense, the offending batter will be called out.

Continuous Batting

1. All leagues and all non-MYOLL teams playing in MYOLL sponsored games must use continuous batting, with free substitution.
2. Because the continuous batting rule is in play, courtesy runners, pinch runners, or special pinch runners are not permitted.
 - a. Exception – A courtesy runner is permitted for the catcher and/or pitcher of record when there are two (2) outs. This runner will be the player that made the last out.
3. Continuous batting is when all players that are in attendance at the game from your team are in the batting lineup. All players must bat prior to starting the batting order over.

BASEBALL GAME RULES

General Rules

1. Home team furnishes the game balls and occupies the first base dugout.
 - a. Each game, 10U and older, is to have 1 new game ball, and 1 used game ball, in order for the teams' allotted game balls to make it through the entire season.
2. Head Coach will take the ground rules and identify themselves to the umpires.
3. Only Little League approved bats and other equipment will be utilized during the game. If a coach suspects an illegal bat was used, he must ask the umpire to check the bat before the next batter receives a pitch. If it is deemed illegal, that batter is ruled out and all runners return to their original bases.
4. All catchers must wear "dangling" style throat protectors at all times.
5. All catchers must wear a protective cup.
6. Batting helmets must be worn at all times by offensive players while in the field of play. For example, batting, running bases or coaching a base.
7. Defensive players may wear any type of sunglasses that are not considered to be a distraction to the batters. Pitchers are not allowed to wear reflective sunglasses while pitching, unless they are doctor prescribed.

BASEBALL GAME RULES

Team Rules

1. An eligible team (8U and older) consists of at least 8 players in order to start a game. A team has a 10 minute window from the official game time to provide the necessary 8 players.
2. Pool players can be utilized if you have at least 5 of your regular roster players available.
 - a. Pool players must be from your age division or lower to be eligible.
 - b. Pool players must bat last, and are not eligible to pitch in your game.

BASEBALL GAME RULES

Pitch Count Chart	(determined by player's league age)
13-17 years old	95 Pitch maximum per day
11-12 years old	85 Pitch maximum per day
9-10 years old	75 Pitch maximum per day
7-8 years old	50 Pitch maximum per day

Age 14 and under must follow the following days of rest:

If the player pitches:

66 or more pitches in a day, **4** days of rest must be observed

51-65 Pitches, 3 days of rest

36-50 Pitches, 2 days of rest

21-35 Pitches, 1 day of rest

1-20 Pitches, 0 days of rest

*If the pitcher reaches the limit imposed above while facing a batter, the pitcher may continue to pitch through the completion of that batter, unless the half inning ends during the at bat.

BASEBALL GAME RULES (cont)

A player that both pitches and catches in the same game:

1. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - a. Clarification - If a pitcher reaches 40 pitches while in the middle of an at bat, the pitcher may finish to pitch to that batter, and maintain their eligibility to play the position of catcher for the remainder of the day.
2. Any player who has played the position of catcher in four (4) or more innings (one pitch in any inning counts as an inning) in a game is not eligible to pitch on that calendar day.

Base Running:

1. Base runners may not leave their base until the pitched ball reaches the batter and crosses home plate.
2. If an umpire deems a runner left early, the runner must return to the base he originally occupied, or the base he was forced to.
3. See Rule 7.13 in the Little League Rule Book for full details and specific examples.

4 Year Old Tee-Ball

Defense – 6 players in the field (4 infielders, 2 pitchers)

No catcher or outfielders are required.

Run Limits/Mercy Rule – All players bat once per inning, no matter how many outs are recorded.

Coaches in the field – 2, beyond the fielders

Base Distance – 50 feet, safety base required

Pitching Distance – Tee Only, with a 15 foot batting circle

Innings – No minimum or maximum. See Game Time below

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Game Time – 75 minutes hard stop, following a 15 minute practice

4 Year Old Tee-Ball (cont)

Miscellaneous Rules:

1. Batted ball must travel beyond the 15-foot batting circle to be considered fair.
2. No strikeouts
3. No extra bases on balls that go out of play
4. No league standings are kept.
5. No pitcher shall make an unassisted put out at a base. The ball must be thrown to a base for an official put out. This does not apply to home plate. The pitcher may perform a force out play at home.
6. When a batted ball is hit into the outfield, and then controlled by a player, the ball is considered dead. Runners will only advance to the base that they were headed towards.
7. All players may not play the same position more than once during a single game.

6U Coach Pitch

Defense – 6 players in the field (4 infielders, 1 pitcher, 1 catcher). No outfielders are required.

Run Limits/Mercy Rule – All players bat once per inning, no matter how many outs are recorded.

Coaches in the field – 2, beyond the fielders

Base Distance – 50 feet, safety base required

Pitching Distance – 30 feet

Innings – 5 innings, 3 minimum to be Official

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Game Time – 90 minutes, no new inning to begin after 80 minutes. If an inning begins prior to the 80 minute mark, you shall complete that inning, even if goes beyond the 90 minute mark.

6U Coach Pitch (cont)

Miscellaneous Rules:

1. A designated pitching coach will pitch to their own team's batters.
2. The pitching coach must pitch from 30ft.
3. Pitches must be thrown overhand.
 - a. It is strongly recommended that the pitching coach throw from a knee. This helps make the pitch come through the strike zone on a flatter plane, making it easier for the batter to make contact.
4. Each batter may receive 5 pitches.
5. The designated pitching coach will hold their position during a batted ball, but must allow right of way for the fielders and batted balls.
 - a. No strikeouts
 - b. If the 5th pitched ball is not put into play, the batter will then hit a ball off the tee.
 - c. If the 5th pitched ball is fouled off, the batter shall receive another pitch. This will continue until the batter either puts the ball in play, or misses the pitch, which the batter will then hit off the tee.
6. When batting off the tee, the ball must go beyond the 15-foot batting circle to be considered a fair ball.
7. Any ball hit in fair territory during coach pitch, no matter the distance, is a fair ball and should be played.

6U Coach Pitch (cont)

Miscellaneous Rules (cont):

8. No extra bases on balls that go out of play
9. No pitcher shall make an unassisted put out at a base. The ball must be thrown to a base for an official put out. This does not apply to home plate. The pitcher may perform a force out play at home.
10. When a batted ball is hit into the outfield, and then controlled by a player, the ball is considered dead. Runners will only advance to the base that they were headed towards.
11. All players may not play the same position more than one inning during a single game.

8U

Defense – 10 players in the field, utilizing 4 outfielders

Run Limits/Mercy Rule – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Coaches in the field – 2, beyond the fielders

Base Distance – 60 feet, safety base required

Pitching Distance – 40 feet

Innings – 6 innings, 4 minimum to be Official

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Game Time – 120 minutes, hard stop. If an inning does not get completed, revert to the score of the previously completed inning for the final score.

8U (cont)

Miscellaneous Rules:

1. Innings 1-3 are Coach Pitch:
 - a. A designated pitching coach will pitch to their own team's batters.
 - b. The pitching coach must pitch from 40ft.
 - c. Pitches must be thrown overhand.
 - i. It is strongly recommended that the pitching coach throw from a knee. This helps make the pitch come through the strike zone on a flatter plane, making it easier for the batter to make contact.
 - d. Each batter may receive 6 pitches.
 - i. There will be swinging strikes and strikeouts.
 - ii. Any pitch not swung at, is not a strike
 - iii. No bases are awarded on batters hit by pitch.
 - iv. The 6th pitch, the batter must swing at the pitch, or they are out. If the batter fouls off the pitch, the batter shall receive another pitch. This will continue until the batter either puts the ball in play, or misses the pitch, which the batter will then be out via strikeout.
 - e. The designated pitching coach will hold their position during a batted ball, but must allow right of way for the fielders and batted balls.

8U (cont)

Miscellaneous Rules (cont):

- f. A batted ball that hits the designated pitching coach shall be considered a dead ball and the batter shall be awarded first base. All other runners advance one base.
 - g. A defensive player must be positioned within 5 feet of either side of the designated pitching coach until the ball is hit.
2. Innings 4-6 are Kid pitch:
- a. An umpire will call balls and strikes.
 - b. If the batter is hit by the pitch, while making a reasonable attempt to avoid the pitch, they will be awarded first base.
 - c. A player can only pitch one inning (3 total outs), or 50 pitches. They must be removed from the position when one of these occurs.
 - d. No walks. After a pitcher has delivered 4 balls as called by the umpire, the designated pitching coach will enter to finish the at-bat. If there were 2 strikes in the count, the coach may deliver up to 2 more pitches, if there were 1 strike, he may deliver 3 more pitches, and if no strikes, he may deliver 4 pitches. All other coach pitch rules apply.

8U (cont)

Miscellaneous Rules (cont):

3. No short center fielders are allowed. The 4 outfielders must play a minimum of 20 feet beyond the base paths.
4. No outfielder can make an unassisted out at any base. They must throw the ball to the infield in order to make an out at a base.
5. When a batted ball is hit into the outfield, the ball is live until the outfielder gains control of the ball, at which point the base runners that are between bases may attempt to continue to the next base at their own risk.
6. For any infield overthrows, runners can advance to the next base only, at their own risk. Runners may not advance further bases on subsequent errors.
7. All players must play at least 2 innings in the infield, each game. *The intent is so that all players learn each position, and have equal opportunity to improve.*

10U

Defense – 9 players in the field, utilizing 3 outfielders

Run Limits/Mercy Rule – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Base Distance – 60 feet, safety base required

Pitching Distance – 46 feet

Innings – 6 innings, 4 minimum to be official

Bunting – YES

Stealing – YES

Lead Offs – No

Head First Slide – No

Infield Fly – YES

Dropped 3rd Strike – No

Balks - No

Game Time – 120 minutes. No new inning can begin after 110 minutes from the original game time start. If an inning begins prior to the 110 minute mark, you shall complete that inning, even if goes beyond the 120 minute mark.

10U (cont)

Miscellaneous Rules:

1. Runners are allowed to steal second or third base, leaving the base only after the ball has passed the batter.
2. Runners may only attempt a steal of home for the following situations:
 - a. A passed ball or a wild pitch
 - b. If the defense attempts to make a play on said runner
 - c. On an errant throw back to the pitcher
3. Runners may NOT attempt a steal of home for the following situation:
 - a. If the pitcher or catcher attempt to make a play on another runner stealing or returning to a base.
4. Runners may only steal one base after any given pitch, and may not advance to further bases on errors.
5. Runners may only slide head first when diving back in to a base.
6. When a runner is stealing a base, or sliding into a base, they must make every effort to avoid contact with the defensive player.

12U

Defense – 9 players in the field, utilizing 3 outfielders

Run Limits/Mercy Rule – 15 run differential after 3 innings,
10 run differential after 4 innings or later.

Base Distance – 60 feet, safety base required

Pitching Distance – 46 feet

Innings – 6 innings, 4 minimum to be Official

Bunting – Yes

Stealing – Yes

Lead Offs – No

Head First Slide – No

Infield Fly – Yes

Dropped 3rd Strike – YES

Balks - No

Game Time – 120 minutes. No new inning can begin after 110 minutes from the original game time start. If an inning begins prior to the 110 minute mark, you shall complete that inning, even if goes beyond the 120 minute mark.

12U (cont)

Follow the Little League Rulebook!

Here are some highlights of some common scenarios:

1. Runners are allowed to steal, leaving the base only after the ball has crossed home plate.
2. Runners may only steal home on a passed ball, wild pitch or overthrow back to the pitcher. They cannot break for home on the pitch.
3. Runners may only slide head first when diving back into a base.
4. When a runner is stealing a base, or sliding into a base, they must make every effort to avoid contact with the defensive player.

Contact Information

Mailing Address: Mason Little League
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Web Site: www.masonryouth.org

Rules Coordinator: James White
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